THE NISHIMA INN

A TALE OF THE TATAKAMA

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OGL
3.5 SYSTEM COMPATIBLE

OTHERVERSE GAMES

THE NIISHIMA INN

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Fully compatible with the PFRPG.

ABOUT THE COVER

Due to the explicit nature of this release, the 3.5 OGL Logo designed by Louis Porter Jr. has been used. This product is fully compatible with the 3.5 OGL and the most popular, currently published version of that rule set.

BLACK TOKYO AND THE TATAKAMA

The concepts presented here had their origins in Black Tokyo, a guide to playing hentai inspired horror/adventure using the D20 Modern ruleset. This adventure book deals with monsters and demons in their natural habitat, on the far side of the dimensional barrier that separates the endless twilight of the Tatakama from the skyscrapers and bullet trains of Black Japan.

Know, oh impetuous traveler, that the tale told now could happen in any village, anywhere within the endless twilight of the Tatakama. Know also that for the sake of our tale, these events unfold in the village of Niishima, and center on that village's inn. Our tale concerns an avaricious and dishonorable samurai, a daring Yakuza who hails from the race of the skatto-folk, a love lost, and the ghost of a beautiful cat….

The Niishima Inn is a short introductory adventure for first level characters venturing into the strange, twilight world of the Tatakama for the first time. The Niishima Inn adventure heavily references *Races of the Tatakama* (Otherverse Games, 2012). The other books in the *Black Tokyo* series (Otherverse Games 2009-2013) will also be helpful, but are not strictly necessary. Standard monsters and NPC stat blocks can be found in these works by *Paizo Publishing*: the Bestiary and the Game Mastery Guide.

NIISHIMA (LARGE TOWN)

LN Tradetown of the Tatakama

Corruption +3; **Crime** -5; **Economy** +1; **Law** +4; **Lore** +1; **Society** -5
Qualities Cruel Watch*, Rumormongering Citizens, Tourist Attraction
Danger +5

*starred qualities found in Cityscapes (Otherverse Games, 2012)

Demographics mostly (95%) human, with a small scattering of Akaname (2-3%) living among the Burakumin clans, and a few more exotic folks, such as Kitsune and Tanuki scattered among the populace
Government Overlord (Lord Genjiro Miyoshi)
Population 2,322 heimin or members of higher caste, 78 burakumin in their own segregated village near the garbage dump. Large transient population of merchants, farmers and other travelers.

Notable NPCs

- Lord Genjiro Miyoshi, Diamyo of Niishima (LE Male human samurai Fighter 5)
- Lady Moeko Miyoshi (NE Female human nobility Sorcerer 3)
- Daichi Abe, local Yakuza badass (CN Male Akaname burakumin Rogue 2)
- Ren Mota, owner of the Niishima Inn (CN Male Takunki heimin Commoner 3)
- Isumi Kato, mistress of the Hotei Theater (CG Female Dodoma heimin Rogue 3)
- Sumiko, mistress of the Pale House (LN Female human heimin Expert 4)
- Nobu Tamura, keeper of Ryugen's shrine (LN Male human heimin Cleric of Ryugen 3)
- Miwako the Shit Witch (LG Female human burakumin Witch 3)
- Eiji, wronged and brokenhearted peasant (LN Male human burakumin Commoner 1)

Marketplace
Base Value 2,800 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 5th
Minor Items 3d4 items; **Medium Items** 2d4 items; **Major Items** 1d4 items

Niishima village is a place much like other bastions of civilization found throughout the Tatakama. It is located in a wide clearing located in the endless, chill forests of the dream-like world. Niishima River flows through the settlement, neatly segregating the homes and businesses of the heimin and their betters from the eta village across the water. Fields for wheat and flooded rice paddies provide for the villager's sustenance, and employ most of the townsfolk. During harvest time, everyone trudges into the fields, no matter their station, to gather rice to the sound of drums.

Niishima has grown in the shadow of one of the roots of the massive Great Tree around which is found the flat disk of the Tatakama. One of the Great Tree's smallest and most pitiful roots grows near the village's heart- it reaches into the vermillion sky farther than a man can see, until it joins the other roots and branches of the Great Tree that block the sky. At night, the stars and the enormous moon are

visible through the branches, as is the modern Earth Realm, lit by technology, visible almost directly over head. The sun, however, never shines in the Tatakama, and its natives have no word for it.

The forest around Niishima is a half-world place. Dreams of the Earth Realm plague some of Niishima's sleepers, revealing long suppressed memories of their previous mortal incarnations somewhen in Black Japan. Anachronistic ideas and artifacts are still remarkable here, but are not truly what you would call uncommon. And relics of the Earth Realm occasionally find their way into the forest, as you shall see during your stay in Niishima….

HIDETAKE STREET

The Niishima Inn is located about midway down Hidetake Street, which is the center of trade and public life. Hidetake Street is a few minutes walk from any other point in the village, and from the front steps of the Niishima Inn, you can look northerly and easily see the Diaymo's small castle. Likewise, if the wind is from the south, you can easily smell the stench of the eta village. Thus, Hidetake Street is the perfect midpoint between the two extremes of caste, appropriate as it is a place for merchants, craftsmen and occasionally less reputable folk like actors, giesha or gamblers.

Hidetake Street is wide and neatly kept, swept clean every morning by burakumin that the ordinary townsfolk never see. Orderly shops line either side of the street, and pedestrians conduct their business here. Carts are not allowed on Hidetake Street, and only samurai are allowed to ride horses here.

The Niishima Inn's neighbors include:

Goto Printing and Calligraphy

The Goto Printing shop produces shunga and ukiyo-e prints for public consumption, mostly tales of folklore, infamous local murders and erotica. The small, cramped, ink-splattered shop also produces cheap, low-quality magical scrolls (sold for 75% of list price, but there is a 30% chance that any given scroll simply disappears without effect when cast).

The Hotei Theater

A huge stately *kabuki* theater paneled in blue and white. Huge placards painted by local woodcut artisans depict the theater's current fare and celebrate its most famous actors and actresses. The Hotei Theater specializes in raucous, vulgar comedies, and is always packed to capacity with drunk merchants. The theater is just a few minutes walk from the Inn, and is very popular with travelers.

The theater is run by the bitterly sarcastic Isumi Kato (CG Female Dodoma heimin Rogue 3), who bought the building and bought off the village's magistrates with money from some heists in a neighboring village. Her establishment allows tattooed guests to enter and enjoy themselves, as well it should be, when every one of the thousand eyes across her body is encircled with complex Yakuza style ink.

Makoto's Blacksmith Shop

Old Makoto is a tough old man whose body is sagging with age but is still powerful from a lifetime at the forge. He failed as an apprentice swordsmith but learned enough of the trade to craft horseshoes, wagon wheels, even the nagatana used by the town's conscript soldiers. Makoto (LG Male human heimin Expert 3) is a leathery old bastard in his 70s who employs several burakumin to gather coal and haul away his refuse. He likes them better than most of the 'better class of people' in town, and he spends most of his time in the cheap whorehouse down in the Eta Village.

The Omaki Brewery

Located at the far end of Hidetake Street, at the edge of the forest, the old Omaki Brewery makes excellent beer and tolerable sake. It's bottles are labeled with a big testicled Tanuki, a crude portrait of Ren Mota's great-grandfather, who loaned the Omaki family the money they needed to set up shop. The Omaki clan is still paying off the debt, and for years and years, they've been selling beer and sake to the Inn at a loss as 'interest' on their debt.

The Pale House

The town's geisha house is located directly beside the Hotei Theater. The Pale House only accepts pure-blooded human girls for training, which begins at age 5. Life is strictly regimented within the Pale House, and even after a geisha completes her training at 17 or 18, she is still bound to the Pale House. The mistress of the house is Sumiko (LN Female human heimin Expert 4), a severe and disciplined woman nearing 60. When she lets her professional mask slip, though, Sumiko can be quite funny, and has become good friends with her neighbor Isumi Kato; she secretly envies the adventurous life the Yakuza lady has led to this point. The Pale House trained the Lady Miyoshi, and now that she has a noble title, she has become the Pale House' patron.

The Shrine of Ryugen

A small shrine, dedicated primarily to the rain god Ryugen can be found a short walk from Omaki Brewery. Wooden pipes carry the river's water through every corner of the temple and down to the brewery; the sound of water is everywhere in this shrine to a god of water and law. Nearby, a small Shinto cemetery holds the obelisks marking the passing of the village's honored ancestors. The Shrine is tended by Nobu Tamura (LG Male human Cleric of Ryugen 3) an ancient priest, who claims to have done great and terrible deeds once, but now lives simply, earning his living by selling devotional trinkets. He teaches a pair of young monks, orphans from the village with a little bit more common sense than the norm.

Shouta's Noodles

Shouta (LG Male human heimin Commoner 2) is a pudgy and unassuming man who always seems to have a smile on his fat face. He runs a popular lunch counter selling noodles, rice, sake and bad sushi. Shouta has vivid dreams of his previous incarnation as a *salariman* in Black Japan, and is able to recall almost every detail of his last life. He'll gladly regale lunch customers with stories of the Earth Realm if asked, but on the whole much prefers his life here and now. Genial, fairly wise and far

smarter than he looks, Shouta is the closest thing Niishima village has to a scholar of the planes.

THE NIISHIMA INN

The Niishima Inn is a popular spot for travelers, merchants and passers through. It is also the source of Niishima Village's current troubles. The Mota family, a clan of Tanuki with a somewhat shifty reputation, have owned the Inn for the last five human generations. The current proprietor, Ren Mota is a greedy and grasping little man, whose bulging testicles hang low out of his wine stained kimono. Sarcastic and rude to those beneath his social station and utterly subservient to his betters, Ren Mota is annoying deferential to samurai and nobles.

As twilight falls, ghosts haunt Niishima Inn and the surrounding buildings; dark shadows in the form of yowling cats prowl the eaves. Lanterns flicker, and strange presences. Though the Inn is still filled to capacity, because it is the only inn in a busy trading town, its reputation is suffering, and more than one guest has been found dead or mad when the night ends and the purple morning begins anew.

THE INNS HAUNTS

Two haunts plague the Niishima Inn, their origins a mystery to the townsfolk, but not to Ren Mota, nor to the Diaymo, nor to a teary-eyed streetsweeper living in the eta's village. The two haunts are linked, and unless both are destroyed, the exorcised haunt reforms in a day or so, even if the conditions of its exorcism are otherwise met. They represent two halves of the Nekomusume's lost soul.

Cats of the Twilight (CR 3)
Spell Summon Swarm
XP 600
Alignment and Aura chaotic evil (a 15 ft line of squares near the Inn's main doors)
Caster Level 3rd
Notice DC 25 to notice shadows shifting and taking on feline shapes, and the sound of cats mewling and whining where no animals exist
HP 13
Weakness Slow (manifests at Initiative Count 0); members of the Burakumin caste are considered invisible to this haunt
Trigger proximity
Reset 1 day
Effect When this persistent haunt triggers, the yowling of phantom cats rises in pitch and volume to become a deafening chorus (WILL DC 13 or be deafened for 1 round). The haunt summons a horde of ghostly cats, all with coats as black as a starless night. Use the statistics for a rat swarm.
Destruction At least a pint of the Diaymo's blood must be rubbed on the eaves, or his severed cock left in a bowl for the local cats to devour. This haunt represents the lost Nekomusume's rage and bloodlust, which she barely managed to keep suppressed during her life, and has been consumed by during death.

Dream of the Lost Cat (CR 5)
Spell Beast Shape I
XP 1,600
Alignment and Aura chaotic neutral (a 20 ft square bedchamber in the darkest, rearmost corner of the Niishima Inn)
Caster Level 5th
Notice DC 20 to notice a cat's paw prints which appear fleetingly on the old, stained tatami mats in this room, or to notice the faint scent of blood.
HP 18
Weakness any catlike creature (including Nekomusume, Anthros, other feline races, or spellcasters with a feline familiar or animal companion) is invisible to the effects of this trap, though they may dream of the lost Nekomusume
Trigger proximity (anyone sleeping or bleeding within this room)
Reset 1 hour
Effect When this persistent haunt is triggered, anyone sleeping (or bleeding) within this dirty, forgotten bed chamber drifts into a reverie where they dream a few minutes of the life of the Nekomusume who hid here. When they awaken, they are affected by a modified version of Beast Shape I. For one hour, the creature gains a 30 ft climb speed, lowlight vision and the scent special quality. However, the recipient's body is covered in a thin jet black pelt, with white tips at the end of his or her now-feline ears, imposing a -6 penalty on Disguise checks.
Destruction This haunt can only be put to rest if Eiji is allowed to visit the chamber and is assisted in composing a poem to his lost love, to say goodbye. As Eiji is illiterate, a scribe would need to assist him in writing the word, though he already knows in his heart what to say.

THE INNS SECRET

The Niishima Inn has a secret- not really a secret, in that nobility and heimin alike knows (or thinks they know) what goes on here. Politeness, however, demands that stories about the Niishima Inn's true nature be told in low, intimate whispers, not shouted in the public square.

The secret is this: there is a crossing in the inn, between the Tatakama and the Earth Realm. While usually crossings between the Tatakama and the Earth Realm are found in vermillion *torri gates* in deserted forest clearings, the Inn's crossing is merely a room. A bedroom on the Inn's second floor has a vermillion arch and vermillion sliding door, papered over with zig-zagging ofuda, some of which have been there for more than a century and are yellowed with age.

Entering the room and shutting the vermillion door behind them allows characters within to attempt a DC 25 (Knowledge: the planes) check. If successful, a gateway between opens, leading to a dingy alleyway somewhere in modern Tokyo. Once opened, the portal remains open for about an hour, or until the vermillion door is opened again, from

either side. Tanuki receive a +2 racial bonus on the check to open this particular *torri*.

For generations, Ren Mota's family have profited from this hole between worlds. They have scurried across the planes, fetching modern food, little luxuries, jewelery, clothes, trinkets and conveniences for Niishima's high born (or newly wealthy) population. The *torri* is not particularly stable, and modern devices simply fail when brought back across the *torri* to the Tatakama, so bringing automatic pistols, computers, cellphones or vehicles is an exercise in uselessness. Instead, the Mota family have made a small fortune bringing across McDonalds hamburgers, Saporro beer, Gucchi bags, modern nylon jackets, gold and diamonds and other relatively innocuous status symbols to those with the coin to pay for them.

If you are an outsider, convincing Ren Mota to fetch little luxuries is both expensive (costing at least 1d4x100 + 3d20 gp) and requires lots of flattery, negotiation and time (requiring a Diplomacy check to improve Mota's attitude to Helpful). Crossing the planes is never quite without risk, nor are the streets of Black Tokyo. Worse, every time Mota brings something across there's the risk that someone more powerful, greedier and more competent will take notice of the torri he keeps hidden at the Inn will take notice and claim both the Inn and the fat little man's life.

Ren is also more hesitant than usual because he recently discovered things might be able to cross the torri into the Niishima Inn from the other side without his knowledge, nor his consent. The last being to cross over from Black Tokyo was a cat-girl refugee named Chie, and there Ren's troubles began….

TALE OF THE CATGIRL

Chie was a Nekomusume, a genetically and magically engineered cat-girl native to Black Tokyo, bought and sold on the open market. Her early life was unremarkable as she was sold to a senior vice president of some company or another as soon as she was weaned, for use as a sexual plaything. What was remarkable was the fact that Chie had some untapped reserve of courage and rage. When her master decided to try lethal breathplay games with her (his eyes already on next year's model of cat-girl), she kicked out and severed his abdominal aorta with her rear paws. Escaping from both the noose and her former master's gated mansion, she fled to the streets of Tokyo, where she lived rough for the next two years. Over that time, Chie made enemies; lots of enemies.

Chie was bleeding from a gunshot wound and half septic form a belly wound when she stumbled into a deserted alley way in the Shinjuku shopping district that her mystic senses told her was more than it appeared. It took her a while, but she figured out how to open the torri from the far side, and staggered into the Tatakama, which she'd heard rumors of, but never set eyes on. She appeared in the room with the vermillion door, and dragged herself to safety.

Chie soon found a disused bedroom on the inn's first floor (the same location as the Dream of the Lost Cat haunt) that was being used to store old tatami mats. The dust everywhere convinced her she wouldn't be bothered here. The cat-girl made a nest for herself, to heal in or to die in…..

THE ETA AND THE DIAMYO

Ren Mota, like many of Niishima's businessmen and merchant class, employ burakumin from the nearby eta village in menial positions. One of these burakumin is the 20 year old man Eiji, who has served as trash hauler and general scut-boy for the Inn since he was eight. During his rounds one day, he discovered the semi-conscious Chie in the

back storeroom. Over the ensuing days, he nursed her back to health, trusting in shit-magic from a half-blind old woman in his village, who knew a few things about tending the sick.

When Chie was well as could be expected, she and Eiji began to slowly, tentatively fall in love. For a times, things were almost idyllic, with the eta visiting the catgirl living unnoticed at the Inn, stealing glances as he worked. The heimin of the village had no clue what was going on, considering Eiji's emotional state unworthy of their attention. Eventually, Chie ventured outside the Niishima Inn's walls. The first few nights she ran free, she was spotted by magistrates, but escaped back home without being followed. As her confidence grew, so did her arrogance; eventually, the town's guards followed her back to her sanctuary, captured her, and dragged her out in chains.

As in the Earth Realm, Chie found herself in the clutches of a powerful man who desired her as a toy, the town's diamyo, Lord Genjiro Miyoshi. At the sadistic lord's command, her rear paws were mutilated, so she could not escape on her own, and she knew that her lover could never free her; her captor was simply too strong, and Eiji was too weak. Chie wasted away and willed herself to die, escaping Lord Miyoshi in a way even he (nor his surgeons) could not prevent. Chie died in misery, and Eiji mourned, and only the village's other burakumin even noticed.

And then the hauntings began, and the appearances of strange monsters, and the village of Niishima became a haunted, miserable place, and only then did the common folk begin to notice.

JUST OUTSIDE NIISHIMA

The forests outside Niishima are not without their dangers, nor there wonders. Here and there, relics from the Earth Realm have fallen into the

forests, where they decayed and eventually became part of the fabric of the Tatakama. Just outside the Eta Village, a forgotten Chuo line bullet train lies half buried it the mud. The train has mostly rusted away, its original shape lost, as if it had laid in the Tatakama's mud for five centuries or more; a massive willow tree grows through the roof of what used to be the dining car.

Elsewhere, deeper into the forest, a NHK television antenna rests precarious at a dangerous angle, like the bullet train, rusted away to almost nothing. Vines have overgrown the rusting red steel, and a tribe of goblins with brick red skin and grotesquely swollen genitals calls the spire home.

THE ETA VILLAGE

Located south of Hidetake Street, this small village of reed-roofed huts and small wooden hovels is located within the borders of the town's garbage midden. The air is foul, and occasional will o wisps form from methane deposits trapped beneath the muddy ground. Dogs roam free, scavenging what they will. A few Akaname families live here among equally despised living untouchables; they make their 'living' carrying shit from the town's chamberpots out to fertilize the rice fields. It's not an uncommon sight to see an Akaname peasant pulling a cart filled with reeking clay pots, his purple tongue lolling down around his belly as he puffs with his exertions.

Eiji is one of many untouchables who call the nameless, squalid village home. The village is informally led by Miwako (CG female human burakumin Witch 3), a miserly, stingy old woman with a basic understanding of shit-witchery, who is the closest thing the pathetic village has to a healer or leader. She helped Eiji heal his would-be bride as best she could, and it was she who saw how broken hearted the young man was. She called in Daiichi Abe to avenge the town's unseen population.

The eta village is also home to a particularly low brothel popular among less prosperous merchants and passing visitors. Miwako does what she can to keep it disease free, but this place is still a gamble.

There is a small shrine to Inari, the only goddess of the Tatakama who listens to burakumin prayers, found in the village. It is tended by a teenaged boy who dreams of becoming an actual priest, but is hamstrung by both his low birth and his illiteracy: the daydreamer, Getsu (NG Male human burakumin Acolyte of Inari 1).

MIYOSHI CASTLE

Chie died here, in a lavish bedroom she was unable to leave because of her hobbled feet. Genjiro Miyoshi's clan has owned this castle and the surrounding village for more than a thousand years. Lord Genjiro is too lowborn, too politically unconnected to rise beyond diamyo of a single, out of the way village. He knows it too. For all his pretense at being a great military commander, Genjiro knows he is fundamentally a coward, and knows also he'll never rise any higher. So he rules Niishima as only a true sadist can.

This five story castle holds Miyoshi's garrison, his horses, and enough stored supplies to withstand a 6 month siege in relative comfort. The local magistrate's court is found here; trials are carried out under Lord Miyoshi's direction. Petty criminals (drunks, thieves, brawlers and the like) are lashed to posts in the courtyard and whipped with rattan canes until they can hardly walk. More severe crimes are punished by death; the garrote is preferred, and only the most high-born of local criminals ever feel the bite of Lord Miyoshi's sword.

Lord Miyoshi's garrison is built using standard NPC statblocks from the *Game Mastery Guide*. The following troops can be found within the castle, or out doing their duties or drilling in a nearby field.

- 175 Foot Soldiers (CR 1/3), pg 286
- 15 Guard Officers (CR 3), pg 261
- 1 Battle Mage (CR 5), pg 256

Niishima village's magistrates are Foot Soldiers who wear the Miyoshi crest (three purple plum blossoms) as their badge of office. Most town magistrates carry a spear and light mace rather than typical Foot Soldier weapons; every third or fourth

man replaces the spear with a short bow and 5-10 arrows. Higher ranking grunts carry typical Foot Soldier equipment.

The castle's Battle Mage is Jimmu Yokari, whose family has served the Miyoshi Clan for generations now. Yokari is a rail thin man who wears his fine kimono open and spends most of his time drunk, a disgrace to his family, exiled to a relatively unimportant posting, to a meaningless diaymo. Yokari is every bit as sadistic and embittered as his master, but hides it far less well.

The lady of the castle is Lady Moeko Miyoshi (NE Female human nobility Sorcerer 3), a 'castle-toppler' a former geisha elevated to the ranks of nobility by her marriage to the lord. When she was younger and prettier, she genuinely loved her husband and he may have even loved her. She was unable to stop Lord Mioshi from claiming Chie as a concubine, though she had her own revenge- it was her suggestion to cripple the cat-girl to prevent escape. She was glad to see the cat-girl die, and after that happy event (happy for her at least) occurred, she had the furred corpse tossed into an old castle well rather than cremated.

Lord and Lady Miyoshi rarely venture outside of their estate; in most cases, laborers and entertainers come to the castle. Lord and Lady Miyoshi rarely venture to the local theater, as actors are invited to the castle to perform. The royal couple sometimes visit the shrine to Ryugen during festival season, and occasionally attend a particularly celebrated play at the Hotei Theater, but otherwise they rarely interact with the common folk. Sometimes Lady Miyoshi ventures out alone except for her guards, to visit her former companions at the Pale House and discuss geisha business. Lord Miyoshi often hunts in the forests around the castle, accompanied by his guards and sometimes, his Battle Mage Jimmu Yokari.

UNIQUE STATBLOCKS

The following unique stat blocks represent the potential 'boss villains' for the scenario in Lord and Lady Miyoshi, the vengeful Yakuza Daiichi Abeas well as a horrific, undead creature that used to be a beautiful, loving cat-girl named Chie….

LORD GENJIRO MIYOSHI (CR 5)

Medium LE Male human samurai Fighter 5

XP 1,600
Init +0 **Senses** Perception +6
Languages Common, Celestial

Defense
AC 19 **Touch** 10 **Flatfooted** 19 **(**+9 equipment**)**
HP 5d10+15 hp (43 HP)
FORT +6 **REF** +1 **WILL** +2

Offense
Spd 30 ft (20 ft in armor)
Melee +9 *human bane* phallic spear (1d8+4 piercing plus 1 fire, 19-20/x2, 20 ft reach plus 1 HP bleed)
Or +9 *flaming* katana (2d6 slashing +1d6+1 fire, 19-20/x2)
Ranged +5 mwk composite longbow (1d8+3 piercing, 20/x3, 110 ft range increment)
Special Abilities Armor Training 1

Statistics
Str 17 **Dex** 11 **Con** 14 **Int** 12 **Wis** 13 **Cha** 16
Base Atk +5 **CMB** +8 (+11 with Phallic Spear)
CMD 18
Feats Light, Medium, Heavy Armor Proficiency, Simple and Martial Weapons Proficiency, Cleave, Power Attack, Phallic Spear Technique, Phallic Mastery, Phallic Murder
Skills Climb +11, Craft (blacksmithing) +9, Perception +9
Gear +1 flaming katana, mwk full plate, mwk composite longbow (+3) and 20 arrows, potion of bull's strength, potion of cure moderate wounds

武勇擬源氏
紅葉賀
平惟茂
國香の孫繁盛ゟ子鎮守府將軍又餘五將軍ともいふ信州戸隱山の紅葉を遊覧しける小妖鬼美女に變じ
惟茂の命をうばんとしけるが惟茂つひに悪鬼を退治し世に武名をあらはす

Ecology

Environment in the vicinity of Niishima village.
Organization solitary or accompanied by his wife and several thugs
Treasure double standard (including gear listed above)

Special Abilities

Akuma (SU)

Lord Miyoshi was born under an inauspicious sign, with dusky crimson skin that hints at his vile temper and arrogance. Lord Miyoshi adds +1 point of fire damage to any successful melee attack.

Arrogant (EX)

There is no warrior equal to a samurai- all samurai know this inescapable fact of the universe. These warriors see members of the lower castes merely as an opportunity to test their blades, not a real threat.

Lord Miyoshi suffers a -2 template penalty on attack rolls against basically humanoid characters of the Ainu, Burakumin, Heiman or Ninja castes.

Bravery +2 (EX)

Lord Miyoshi receives a +2 bonus on WILL Saves vs fear effects.

Honorable Punishment (SU)

Lord Miyoshi is famously cruel to those of lower social standing. Three times per day, when making a melee attack against any character of the Ainu, Burakumin, Heimin or Ninja castes, Lord Miyoshi adds an additional dice of damage to the attack. This additional damage is added in, and is not multiplied on a critical hit. Lord Miyoshi must declare the use of this ability before rolling to strike.

Phallic Spear Technique (SU)

As a move equivalent action that provokes attacks of opportunity, Lord Miyoshi may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

Miyoshi's flexible, muscular combat penis grants him a +2 bonus to CMB checks Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1, 14 HP.

If the Phallic Spear is severed, Lord Miyoshi loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until Lord Miyoshi receives any amount of magical healing or a DC 15 Heal check.

Resolve (SP)

A samurai should be able to make any decision in seven breaths. Once per day, Lord Miyoshi may cast *augury* as a full round action with a flat 75% chance of success. Doing so requires no focus or material component; the samurai just mediates for a few breaths, weighing the consequences of his actions.

Weapon Training 1 (Spears)

Lord Miyoshi receives a +1 bonus on attack and damage rolls, as well as combat maneuver checks made with Spears (which includes his Phallic Spear).

Roleplaying

Lord Miyoshi is an imperious, arrogant monster. His ill-nature was apparent form birth, in the *oni*-red cast of his skin. This skin has prevented him from rising higher than the diamyo of a minor village. Lord Miyoshi is splendid in fine armor, with a snarling face plate that hides his mustached face. He carries fine weapons, but prefers to fight with his

magical cock, which can transform into a snake-like spear capable of splitting a boat's hull in one good strike. Lord Miyoshi takes particular pleasure in humiliating and then punishing any low-born female who dares raise a hand to him. In his own way, the thuggish diamyo knows he lost something beautiful and irreplaceable in Chie, and takes his half-understood sadness out on all other women, including his equally despicable wife.

LADY MOEKO MIYOSHI (CR 3)

Medium NE Female human nobility
Sorcerer (Envy) 3

The Envy Bloodline is found in Class Options Volume One: Sorcerer Bloodlines (Reality Deviant Publications, 2009)

XP 800
Init -1 **Senses** Perception +1
Languages Common, Celestial, Infernal, Kitsune, Japanese

Defense
AC 13 **Touch** 13 **Flatfooted** 11 (+2 DEX, +1 deflection)
HP 3d6 hp (14 HP)
FORT +1 **REF** +3 **WILL** +5

Offense
Spd 30 ft
Melee +1 mwk dagger (1d6+1 slashing, 19-20/x2)
Sorcerer Spells Known
0 Level
Acid Splash, Bleed (DC 16), Daze (DC 15), Ghost Sounds (DC 15), Pretty Orgasm*
1st Level (8 Slots Per Day)
Demean* (DC 16), Disguise Self (DC 16), Ray of Enfeeblement (DC 17), Protection from Good (DC 16)
2nd Level (1 Slot Per Day)
Abortive Kimono* (DC 18)
* Starred spells are presented in Spells and Gods of the Tatakama (Otherverse Games, 2012)

Statistics
Str 9 **Dex** 15 **Con** 11 **Int** 14 **Wis** 12 **Cha** 21
Base Atk +1 **CMB** +0 **CMD** 12
Feats Simple Weapons Proficiency, Arcane Strike, Eschew Materials, Iron Will, Spell Focus (necromancy)
Skills Bluff +8, Diplomacy +11, Knowledge (arcana) +8, Spellcraft +8
Gear mwk dagger, nobles outfit (kimono, obi & sandals), ring of protection +1, wand of *bleed* (3d6 charges remaining)

Ecology
Environment in and around Niishima village
Organization solitary or accompanying her husband and various guards
Treasure double standards (includes gear listed above)

Special Abilities

Bloodline Arcana (Envy) (SU)
When Lady Miyoshi casts an abjuration spell, she receives a luck bonus equal to the spell's level on all saving throws for one round.

Covetous Touch (SP)
Three + CHA times per day, Lady Miyoshi can make a melee touch attack to inflict 1d4+1 points of damage. This damage is not subject to Damage Reduction or Spell Resistance.

Cherry Blossom Cunning (SP)
By meditating and centering her mind, the Lady Miyoshi can display incredible intelligence and cunning. Once per day, the Lady Miyoshi can enter a meditative trance lasting one minute, after which the Noble receives a +2 enhancement bonus to her Intelligence score. This enhancement bonus lasts for one hour, and functions otherwise identically to the *fox's cunning* spell.

Graceful Diplomacy (EX)
When making any Diplomacy check, Lady Miyoshi rolls 2D20 and takes the best result.

If Lady Miyoshi rolls 19-20 on both checks, her grace and nobility so impresses the check's target, and all those in attendance that the target's attitude is immediately adjusted upward by two categories, and all NPCs in attendance who can clearly see and hear the negotiations have their attitude adjusted upward by one category.

Mine! (SP)

When witnessing spell cast by another character within 30 ft, Lady Miyoshi can absorb the spell energy for herself. She makes an opposed caster-level check, the spell is negated, but Lady Miyoshi gains the ability to cast tat spell as a bonus spell for the next 24 hours, even if she has not cast any spells during the day. The spell must be of a level she can cast. She can use this ability once per day.

Roleplaying

Lady Miyoshi is a selfish, grasping woman with a lust for power so profound it gave the ability to command arcana to her will. Though stunningly beautiful, with milky white skin, luminous eyes and luxurious black hair, her beauty is too hard and intimidating to be truly desirable. Even her husband keeps her at a distance, almost fearful of her avarice and malice. She enjoyed nothing so much as torturing the captive cat-girl Chie, torturing her to death and beyond, and if she is not stopped, she will begin venting similar fury on beautiful young girls stolen from the Eta Village or from Niishima's alleys.

BROKENHEARTED CHIE (CR 5)

Medium CE female Undead

XP 1,600
Init +6 **Senses** Darkvision 60 ft, lowlight vision, scent, Perception +4
Languages Common, Japanese, Kitsune

Defense
AC Touch Flatfooted (+6 DEX, +)
HP 7d8 +7 hp (39 HP)
FORT +2 **REF** +8 **WILL** +6
Immune undead traits

Offense
Spd 40 ft Climb 30 ft
Melee two +11 spiderleg strikes (1d6+3 bludgeoning plus giant spider poison, up to 20 ft reach) and +8 bite (1d4+3 piercing, 20/x3)

Giant Spider Poison
Type injury *Save* FORT DC 14
Onset Frequency 1/round for 4 rounds
Effect 1d2 STR damage
Cure 1 save

Statistics
Str 16 **Dex** 22 **Con - Int** 7 **Wis** 19 **Cha** 13
Base Atk +5 **CMB** +8 **CMD** 24
Feats Blind Fight, Combat Reflexes, Dodge, Weapon Finesse (spider leg strike)
Skills Acrobatics +9, Climb +11, Stealth +14, Knowledge (nobility) +0, Perception +4 (+8 racial modifier on Climb and Stealth checks)

Ecology
Environment in and around Niishima village or Black Japan (urban)
Organization solitary (unique)
Treasure incidental

Yowl of a Dying Animal (SP)

When Brokenhearted Chie is destroyed, she lets out a long, drawn out and piercing wail. All creatures within 60 ft who can hear her dying wail must succeed at a DC 22 WILL Save or be cursed as by the *Bestow Curse* spell. The curse's effect causes all successful natural weapon attacks from creatures with the Animal or Magical Beast types to inflict maximum damage.

Roleplaying

Brokenhearted Chie is what remains of the cat-girl Chie, all her fear, rage, hate and bile given form, congealed into a dark parody of life inside her rotting corpse. Brokenhearted Chie hunts with low cunning; a condition of her undead nature prevents her from directly slaughtering either Lord or Lady Miyoshi, so she strikes at their retainers, harasses those who stay at the inn where she briefly found happiness, and murders when she thinks she can get away with. However, she will not harm a member of the burakumin caste, and cannot bear to be near the Eta Village where her lost love still resides.

Brokenhearted Chie is a nude and nearly skeletal figure, her once glossy black fur now rotting on her graying, sloughing flesh. Her face has become a snarling black panther's, still lively and vital, resting atop a rotting frame. Brokenhearted Chie no longer walks- her ankles end in bloody stumps. Instead, three spiderlike legs protruding from her pussy carry her with unnatural, silent grace.

Special Abilities

Black Cat (SU)

When in any area of dim illumination or worse, Brokenhearted Chie gains total concealment.

Poverty Wraith (SU)

Brokenhearted Chie died at the hand of a wealthy, cruel noble, and she exists to punish those like her destroyer. As such, her undead form cannot be harmed by any masterwork quality or magical weapon. Such attacks simply pass through her form, as if she were incorporeal, nor do special weapon properties trigger.

DAIICHI ABE (CR 2)

Medium CN Male Akaname burakumin Rogue 2

XP 600
Init +4 **Senses** lowlight vision, scent, Perception +2
Languages Common, Kitsune

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+4 DEX, +3 equipment)
HP 2d8 (15 HP)
FORT +0 REF +3 WILL +0
Immune undead traits

Offense
Spd 30 ft
Melee +2 mwk dagger (1d4+1 piercing or slashing, 19-20/x2)
Ranged +6 mwk light crossbow (1d8+1 piercing plus black adder venom, 19-20/x2, 80 ft range increment)

Black Adder Venom
Type injury *Save* FORT DC 11
Onset Frequency 1/round for 6 rounds
Effect 1d2 CON damage
Cure 1 save

Sneak Attack +1d6

Statistics
Str 11 **Dex** 17 **Con - Int** 13 **Wis** 15 **Cha** 10
Base Atk +1 **CMB** +1 (+3 to grapple) **CMD** 15
Feats Simple Weapons Proficiency, Light Armor Proficiency, Deft Hands, Rapid Reload
Skills Acrobatics +9, Bluff +5, Climb +5, Disable Device +11, Escape Artist +9, Knowledge (local) +5, Sense Motive +6, Stealth +11, Sleight of Hand +11, Use Magic Device +4 (+2 racial bonus on Stealth checks)
Gear mwk light crossbow and 20 bolts, mwk dagger, studded leather armor, 3x vials of black adder venom, scroll of *Akaname's Lantern* (described in Spells and Gods of the Tatakama)

Ecology
Environment any urban
Organization solitary or accompanied by a few Yakuza thugs
Treasure standard (including gear listed above)

Special Abilities

Bones of Shit (SU)
Daiichi Abe can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, Abe is considered *Prone,* but gains a Climb speed equal to its land speed. Abe's shapeless flesh can slide nimbly across even the smoothest surfaces. Daiichi Abe can fight in melee while prone without penalty. While prone, Abe cannot be tripped, and receives a +4 racial bonus to his Combat Maneuver Defense.

Corpophile (SU)
Like all Akaname, Abe enjoys watching women shit. If Abe is able to watch a Humanoid, Monstrous Humanoid or Giant with a CHA score of at least 11+ urinate or defecate and than sample at least a small portion of the waste within one minute becomes more alive. For one hour after the fetish act, Daiichi Abe cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Evasion (EX)
If Daiichi makes a successful REF Save against an effect that normally deals half damage on a successful save, he takes no damage. This ability only functions when Abe is wearing light or no armor, and does not apply if Abe is helpless.

Fast Stealth (EX)
Daiichi can move at full speed while using the Stealth skill at no penalty.

Perverse Meal (SU)
Though Abe has no need of true food or water, if he fails to satisfy his fetishistic compulsion, it finds itself weakening and becoming distracted. If Abe that does not satisfy its lust by using its

Corpophile racial trait at least once every 24 hours, he suffers a -1 morale penalty on all attack rolls, skill checks and saving throws. These penalties vanish as soon as Abe satisfies his strange compulsion.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest heimin. When making any Diplomacy, Perform or Intimidate check against any member of one of the other social classes of the Tatakama, the Burakumin must roll 2D20 and take the worse of the two rolls.

If both rolls are 1 or 2, the Burakumin has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the Burakumin suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Trapsense (EX)

Daiichi Abe receives a +1 bonus on REF Saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Roleplaying

Daiichi Abe is a local Yakuza gambler and protector of the etas. When Chie died, and Eiji became inconsolable in his grief, Miwako the Shit Witch called in some great favors owed to retain Abe's services. When the opportunity presents itself, Abe will murder Lord Miyoshi, killing him with some exotic poison and making it look like a natural death. Until the opportunity presents itself, Abe has been lounging around Hidetake Street. He spends lavishly at the Hotei Theater, and pays extra to watch the actresses shit. The jolly, perverse rogue is well known to the city magistrates as a braggart, pickpocket, back-alley brawler and thief, but his buffoonish demeanor and spectacular decadence is mostly an illusion. When Lord Miyoshi dies, nobody is going to believe that a shit-licking idiot like Abe would be the man whose hand drove in the dagger.

Daiichi Abe is an Akaname man whose clammy, yellow flesh is tattooed in colorful Yakuza tattoos. His tattoos cover his entire chest, back and arms, and depict geisha shitting beneath cherry blossoms. By Akaname standards, he's strong, with a lean, wiry build. He usually favors a stained, faded, tattered kimono and wooden sandals, but on a job he wears dark leathers and becomes a consummate professional.

PREGENERATED PLAYER CHARACTERS

The four pre-generated heroes fit the traditional gaming niches of Cleric, Fighter, Rogue and Wizard, but they all have a definite Black Tokyo spin: two are human, while the remaining pair are members of races unique to the Tatakama. With the exception of Jin Momotaro, all the characters are members of the Hiemin caste, which is not accounted for in their statistics. Jin is a member of the Samurai caste. Details of both caste are presented here. If you have *Races of the Tatakama* you can easily swap out caste. Likewise, none of the pre-gens have a listed starting talent; you can choose your starting talent (s) yourself, either from those described in *Races of the Tatakama*, or from any other source your game master allows.

THE HEIMIN TEMPLATE

The majority of the Tatakama's inhabitants are considered *heimin,* or 'half people'. Heimin make up the ranks of farmers, merchants, craftsmen, foot soldiers and other unremarkable souls that keep the Tatakama working smoothly. Considered shifty and potentially larcenous by the samurai caste, heimin are nonetheless essential. They produce everything the samurai need to live, and more than that, as artists and craftsmen, produce the things that samurai and their betters need to live well.

Many members of the clergy, priests, clerics, monks and miko are considered heimin, as are actors and other entertainers. Heimin control many

of the Tatakama's industries, and dominate its trade, allowing canny heimin to become incredibly wealthy.

Heroic Options: Tanuki and Kitsune may often be thought of as heimin, especially if they own a business of their own, such as a rice stand, a tavern, or an inn. Some low ranking Kami are also considered Heimin, especially if they have a head for commerce or a knack for making useful or beautiful things. Clerics, Alchemists, Bards and Wizards often rise from the ranks of the heimin, taking advantage of the caste's wealth and excellent education. A few bold heimin fighters and paladins are even promoted to the ranks of *ji-samuari*- heroic warriors that are considered samurai in spite of their low birth.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 INT. Heimin are intelligent and hardworking, with a knack for commerce and craftwork.

Family Craft (EX)

The Heimin is a master of a craft practiced in her family for generations. Select a single Craft skill of choice. The character receives a +2 template bonus on checks with this skill, and may complete projects related to that craft in half the usual time.

Head for Business (EX)

Heimin are excellent bargainers, who have a head for business, and unlike the lofty samurai (who consider it dishonorable to even handle money or ever ask an item's price), they have a keen understanding of the true nature of trade objects. As such, heimin pay much less than other castes for goods and services.

When purchasing any of the mundane goods and services or livestock or trade goods(such as a lantern, or a tavern stay, the purchase of a horse or cattle, passage aboard a ship, ect) described in chapter 6 of the PFRPG, the heimin reduces the pricing scale by one step. Gold pieces devolve to silver pieces, and prices in SP are reduced to an equivalent amount of copper coins. This ability cannot reduce the price of any item below 1 CP.

This price reduction also applies when the heimin purchases any simple weapon or light armor, or any shield (but not tower shields). This price reduction does not apply when purchasing magical items, masterwork quality items, or items made of special materials (such as adamantine or darkwood).

Forbidden Arms and Armor (EX)

Members of the Heimin class may never become proficient with Heavy Armor, nor with any Exotic Melee Weapon. If they have proficiency in any of these forbidden weapon and armor types as a result of their class or race, they lose such proficiencies when the template is applied.

Mistrusted (EX)

Heimin are not really trusted by their social betters. Heimin suffer a penalty on Bluff checks equal to their highest ranked Craft skill when interacting with members of the Samurai, Nobility or Imperial Family Castes.

THE SAMUARI TEMPLATE

Samurai are a caste of nobility. Hereditary warriors, samurai are also courtiers, who are expected to be conversant in poetry, flower arranging, calligraphy and other high arts. Samurai follow *bushido,* an exacting code of honor and duty that binds them to their feudal lord and his interests. Respected samurai are often appointed as village leaders, serving as a combination of major, judge and ceremonial leader. In addition to this, all samurai are expected to be competent warriors, ready to lay down their life in defense of their lord, and their honor.

Heroic Options: Races known for heroism and honor often are considered samurai, especially noble Kami, Daughters of Kirin, Dwarves and Futakuchi. Most samurai take at least a few levels in Cleric, Fighter, Paladin or Inquisitor… quite a few also have Aristocrat levels, especially courtly samurai who spend more time in the Imperial Palaces then they

do on the battlefield. Samurai spellcasters are often wizards, because only noble born heroes can afford the expense of keeping a finely penned spellbook and magical laboratory.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 WIS. Samurai possess indomitable wills and a reserve of courage great enough to face death without flinching.

Lawful: A Samurai caste character must be of any lawful alignment. If the character changes to another alignment, they usually are considered ronin- outcasts among their own kind, but still considered samurai. Especially infamous fallen samurai may be demoted, falling to the status of heimin or burakumin (though the last is rare except as punishment for the worst crimes or dishonor).

Weapons and Armor Proficiency (EX)

All characters of the samurai caste are proficient with light, medium and heavy armor, and with all simple and martial weapons, as well as the katana. They are not proficient with shields.

Honorable Punishment (SU)

Samurai are known for their honor and trustworthiness, if not for their mercy or compassion, and they have no tolerance for disobedience or dishonor. Three times per day, when making a melee attack against any character of the Ainu, Burakumin, Heimin or Ninja castes, the samurai may add an additional dice of damage to the attack. This additional damage is added in, and is not multiplied on a critical hit. The samurai must declare the use of this ability before rolling to strike.

Resolve (SP)

A samurai should be able to make any decision in seven breaths. Once per day, a samurai character may cast *augury* as a full round action with a flat 75% chance of success. Doing so requires no focus or material component; the samurai just mediates for a few breaths, weighing the consequences of his actions.

Arrogant (EX)

There is no warrior equal to a samurai- all samurai know this inescapable fact of the universe. These warriors see members of the lower castes merely as an opportunity to test their blades, not a real threat. Samurai suffer a -2 template penalty on attack rolls against basically humanoid characters of the Ainu, Burakumin, Heiman or Ninja castes.

Low Skills (EX)

Samurai are only expected to practice honorable skills that display superior grace and beauty. Samurai characters suffer a -2 template penalty on checks with the following skills, considered dishonorable by members of their caste, and thus, rarely practiced.

Appraise, Craft (any except weapons or armorsmithing), Disable Device, Disguise, Heal, Knowledge (local), Perform (any except poetry), Profession (any except nobility or warrior professions), Stealth, Survival.

JIN MOMOTARO, PEACHBORN FIGHTER (CR 1)

Medium LG Male human samurai Fighter 1

XP 400
Init +4 **Senses** Perception +0
Languages Common

Defense
AC 18 **Touch** 13 **Flatfooted** 15 (+3 DEX, +5 equipment)
HP 1d10+1 hp (12 HP)
FORT +3 **REF** +4 **WILL** +0

Offense
Spd 30 ft (20 ft in armor)
Melee +4 longsword (1d8+3 slashing, 19-20/x2)
Ranged +4 longbow (1d8 piercing, 20/x3)

Statistics
Str 17 **Dex** 17 **Con** 13 **Int** 10 **Wis** 10 **Cha** 12
Base Atk +1 **CMB** +5 **CMD** 19
Feats Simple and Martial Weapons Proficiency, Light, Medium, Heavy Armor Proficiency, Cleave, Power Attack, Peachborn
Skills Climb +8, Intimidate +5, Knowledge (dungeoneering) +4
Gear long sword, longbow and 20 arrows, noble's outfit, scale mail

Special Abilities

Peachborn (SU)

Three times per day, Jin Momotaro may *speak with animals* as a first level sorcerer. In addition to speaking with animals, Jin may choose to converse with unattended, non-magical household objects of size Small or smaller. This ability functions identically to speak with animals.

When conversing with sandals, they are always especially helpful. Sandals will always truthfully and completely answer any question Jin asks, often giving him even more information than he expected.

Roleplaying

Jin Momotaro was delivered from heaven in a giant peach, to an old, impudent *ji-samurai* who dreamed of glory but never gained it. Jin's father raised him to be the great hero circumstance prevented him from being. Jin Momotaro is a wandering *ronin,* who protects the weak and samples all the delights the world has to offer. He came to Niishima because he heard tales of ghostly cats, of cruel lords who need putting in their place and of beautiful, furred girls in need of rescuing. Now, he might be in town too late to save Chie, but he can certainly avenge her.

Jin Momotaro is a big, strapping man with an athlete's toned physique. He wears his silvery hair long, and is quite attractive to both ladies and men. He wears intricately polished samuari's armor enameled with images of peaches, which are his crest.

IKKYU SUDO, DODOMA ROGUE (CR 1)

Medium CG Male Dodoma heimin Rogue 1

XP 400
Init +4 **Senses** Perception +9*
Languages Common, Kitsune

Defense
AC 17 **Touch** 14 **Flatfooted** 13 **(**+4 DEX, +3 equipment**)**
HP 1d8 hp (9 HP)
FORT +0 **REF** +6 **WILL** +1
Weaknesses Unaverted Gaze (see text)

Offense
Spd 30 ft
Melee +0 dagger (1d4 piercing or slashing, 19-20/x2)
Ranged +4 light crossbow (1d8 piercing, 19-20/x2)
Sneak Attack +1d6

Statistics
Str 10 **Dex** 19 **Con** 10 **Int** 15 **Wis** 12 **Cha** 13
Base Atk +0 **CMB** +0 **CMD** 14
Feats Simple Weapons Proficiency, Light Armor Proficiency, Combat Expertise
Skills Acrobatics +8, Bluff +5, Climb +4, Disable Device +9, Escape Artist +8, Knowledge (local) +6, Perception +9*, Search +5*, Sleight of Hand +9, Stealth +8, Use Magic Device +5
*bonus applies when lightly armored or unarmored
Gear short sword, light crossbow and 10 bolts, studded leather armor

Special Abilities

Enhanced Senses (EX)
When unarmored or lightly armored, Ikkyu cannot be flanked, and can respond to threats from the rear as easily as they do to frontal assaults, thanks to his skin of eyes. This ability is suppressed when Ikkyu wears heavier armor.

Thieving Instinct (EX)
Ikkyu is a master thief. If he merely passes within 5 ft of a secret or concealed door he is entitled to a Search check to notice it as if she were actively looking for it. A Dodoma must be unarmored or lightly armored to use this ability; it is suppressed when the demi-human is wearing heavier armor.

Thieving Step (SU)
Once per day, Ikkyu Sudo can step partially between worlds, becoming as unsubstantial as a ghost. As a move equivalent action, Ikkyo can become *ethereal,* and can pass through solid matter. Ikkyo Sudo can remain *ethereal* for one round.

Unaverted Gaze (EX)
If Ikkyo Sudo's skin of eyes is exposed, the creature cannot avert his or her gaze from any supernatural gaze attacks, and the Dodoma automatically fails all saves to resist sight based attacks, such as a medusa's lethal gaze.

Trapsense (EX)
Ikkyu Sudo receives a +1 bonus on REF Saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Roleplaying

Ikkyo Sudo is a dashing and quite handsome young Yakuza in the employ of Isumi Kato, mistress of the Hotei Theater. Their relationship is somehow more intimate than boss and street criminal, though. Perhaps they are former lovers, or mother and son or cousins or perhaps both the above. Whatever their relationship, Isumi will shelter him and might be convinced to give Sudo aid…especially if he helps eliminate the pesky Tengu loitering around her theater. If necessary, Isumi Kato will offer Ikkyu and his allies a place to hide, out in some old ruins by the brewery.

Ikkyu Sudo is a young thief whose body is carpeted with thousands of blinking black eyes. Every inch of his skin that isn't covered in eyes is decorated in intricate Yakuza tattoos, depicting

grasping octopus at war with sharks. He wears his hair short cropped, and fights cautiously, but with a swashbuckler's natural flair.

AIKA YAKUSHI, PRIESTESS OF INARI (CR 1)

Medium NG Female Kami (good) heimin Cleric of Inari 1

XP 400 ft
Init +0 **Senses** lowlight vision, Perception +3
Languages Common, Celestial

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 equipment)
HP 1d8 hp (9 HP)
FORT +3 **REF** +0 **WILL** +5

Offense
Spd 30 ft **Fly** 50 ft (good)
Melee -1 quarterstaff (1d6 -1 /1d6 -1 bludgeoning, double, reach, trip)
Special Abilities Aura of Good, Channel Energy, Good and Liberation Domains
Channel Energy 1d6 positive energy (WILL DC 13 half), 5x/day
Spells

0 Level (3 slots)
Prepared: Bloodless Birth*, Create Water, Stabilize
1st Level (2 slots)
Prepared: Bless, Cure Light Wounds
Domain Spell Slot
Either Protection from Evil or Remove Fear
*starred spells are described fully in *Spells and Gods of the Tatakama*

Statistics
Str 8 **Dex** 10 **Con** 12 **Int** 15 **Wis** 17 **Cha** 17
Base Atk +0 **CMB** -1 (+1 when grappling)
CMD 11
Feats Serpentine Mane
Skills Diplomacy +7, Fly +4 Heal +6, Knowledge (history) +6, Knowledge (nobility) +5, Knowledge (religion) +6 (+4 racial bonus on Fly checks)
Gear 2x scrolls of cure light wounds, quarterstaff, padded armor (heavy kimono)

Special Abilities

Liberation (SU)
Aika Yakushi can move normally regardless of magical effects that impede movement, as affected by a *freedom of movement* spell for one round per day.

Kami's Perfection (SU)
Aika is an absolute master of the healing arts. Whenever she makes a Heal check, she adds an additional D6 and adds the results to her D20 skill check result.

Serpentine Mane (SU)
Aika's bright hair has its own life and intelligence. Her prehensile hair grants her a +2 bonus on your Combat Maneuver Bonus when grappling, and to her Combat Maneuver Defense, as well as Sleight of Hand and Escape Artist checks. If Aika's hair is uncovered, she are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

If Aika's hair is ever cut or burned, she loses the benefit of this feat until it regenerates back to full length, which requires 1d6+1 days.

Touch of Good (SU)
Aika Yakushi can touch a creature as a standard action, granting it a +1 sacred bonus on attack rolls, skill checks, ability checks and saving throws for one round. She may use this ability five times per day.

Roleplaying

Aika is a traveling priestess of Inari who was compelled to wander into Niishima Village by strange dreams. Inari cares almost as deeply for cat-girls as she does for her own fox-women, and the sadness pervading the village was such that she sent one of her priestesses to investigate. As a temple

maiden of Inari, Aika can easily find help and aid from the ramshackle shrine to Inari found in the Eta Village, and its obvious that young Getsu has a deep crush on the priestess. Like all believers in Inari, she is viewed with suspicion by Lord and Lady Miyoshi, and by extension, the town's magistrates. .

Aika Yakushi is a petite girl who floats a few inches off the muddy ground at all times. Her hair is the fiery golden red of a summer sunset, and floats and curls around her head like live snakes. She dresses in a pristine red and white temple miko's robes, and carries a prayer staff topped with silver rings. Golden wings like a songbird's protrude from her shoulders, fluttering nervously and allowing her to fly.

SAKI YAMABUCHI, WANDERING WIZARD (CR 1)

Medium LN Female human heimin Wizard 1

XP 400
Init +1 **Senses** scent, Perception +1
Languages Common, Celestial, Elven, Kitsune

Defense
AC 13 **Touch** 13 **Flatfooted** 12 (+1 DEX, +2 luck)
HP 1d6 hp (7 HP)
FORT +0 **REF** +1 **WILL** +3

Offense
Spd 30 ft
Melee +0 dagger (1d4 piercing, 19-20/x2)

Ranged +1 starknife (1d4 piercing, 20/x3, 20 ft range increment)
Spells Prepared
Zero Level
Daze (DC 15)
Ghost Sound (DC 14)
Impudent Little Tongue*
First Level
Charm Person (DC 16)
Night's Lust*

Spellbook
Zero Level all PFRPG zero level spells, Impudent Little Tongue* and Lustglimmer*
First Level Color Spray, Comprehend Languages, Charm Person, Magic Missile, Night's Lust*, Sleep
* starred spells described fully in *Spells and Gods of the Tatakama*

Familiar
Obake the Cat (AC14, HP 3, tends to wander off, senses something's odd about the Niiskima Inn)

Statistics
Str 10 **Dex** 13 **Con** 10 **Int** 19 **Wis** 13 **Cha** 15
Base Atk +0 **CMB** +0 **CMD** 11
Feats Simple Weapons Proficiency, Scribe Scroll, Spell Focus (enchantment), Super Kawii
Skills Appraise +8, Bluff +3, Craft (shunga printing) +8, Diplomacy +5, Intimidate +3, Knowledge (arcana) +8, Knowledge (the planes) +8, Spellcraft +8, Stealth +4
Gear dagger, spellbook, scroll of *Sleep*

Special Abilities

Dazing Touch (SU)
Saki can cause a living creature to become *dazed* with a melee touch attack. Creatures with more HD than her Wizard level are unaffected. Saki can use this ability up to seven times per day.

Enchanting Smile (SU)
Saki receives a +2 enhancement bonus on B luff, Diplomacy and Intimidate skill checks.

Hannyo (SU)
Saki's mother was a shapeshifting cat-witch, who seduced a printer, and produced a half-world daughter. Her unearthly heritage is marked by her slender build and the small, cat like ears that adorn her, as well as in her choice of a *bakeneko* as a familiar. By choosing the Hannyo alternate racial trait, she loses the human Skilled racial trait, but gains the scent special quality.

Super Kawaii (SU)
Saki is too adorable to kill, and even the most vicious oni would rather have her to play with rather than to kill outright. When unarmored or lightly armored and wearing at least moderately revealing clothes, Saki may add your CHA modifier (+2) as a luck bonus to her Armor Class.

Roleplaying

As a half-cat herself, Saki Yamabuchi was drawn to Niishima village by her familiar's dreams. When she slept, she dreamed the same enigmatic things Obake, her black cat familiar did, and by the time she arrived in Niishima, she knew most of the story. Intensely curious, and far nicer than she likes to admit, she came to Niishima to do what she can to help Eiji overcome his grief, and maybe humble Lord and Lady Miyoshi. After what she saw in her dreams, she already dislikes Ren Mota, who gladly sold off the injured cat-girl for a few gold and a promise of favors to be delivered later.

Saki Yamabuchi can usually pass for human, if not for the small, brown and tan cat's ears that rise from the top of her head, peeking out from beneath her long, straight hair. Saki is damn cute, and she knows it, only ever wearing a blood red kimono and fine pink obi. She never seems to wear underclothes beneath her kimono either. Saki is accompanied everywhere by her cat Obake, a curious old tom with glossy black fur who is missing one eye; Saki has given the cat a patch of sorts made from the same pink cloth as her obi.

STANDARD ENEMIES IN AND AROUND NIISHIMA VILLAGE

The following enemies from Bestiary I can be found lurking around Niishima village. Page references, not to mention locations, short plot hooks and advice to reskin these creatures for a pseudo-Japanese campaign follow.

6d6 Goblins; CR 1/3; Bestiary I pg 156

A tribe of red skinned goblins with swollen cocks, as impressive in their own way as any Tanki's testicles, have claimed the rusting NHK television tower as their lair. They are a bother to travelers, but little threat to any man carrying a sword. (Use standard goblins but give 'em Phallic Spear Technique as a racial bonus feat.) A persistent local rumor holds that the red-skinned, mighty cocked diamyo is himself half-goblin; Lord Miyoshi executes anyone he even *suspects* of perpetuating this rumor.

2d4 Giant Centipedes; CR 1/2; Bestiary I pg 43

Found near the well where Chie's body was buried, these unnaturally large and fierce creatures are mere harbingers of the supernatural evil that lurks elsewhere in the village

2d4 Tengu; CR 1/2; Bestiary I pg 263

A few Tengu thieves can always be found plaguing the patrons of the Hotei Theater and the neighboring Pale House. Some of the Geisha of the Pale House are willing accomplices and even lovers to the crow folk, sharing information on particularly fat heists in exchange for a share of the gold and the sexual attentions of a Tengu lover.

1d4 Rust Monsters; CR 3; Bestiary I pg 238

A small nest of rust monsters has staked out a lair in the ruined bullet train outside the Eta village. They rarely bother anyone, though they occasionally eat through a cart's axel and cause no end of trouble to local merchants and porters.

1 Choker; CR 2; Bestiary I pg 45

Chie came to this world after a chain of tragic events that begun when she escaped from her master's noose. Such karma attracted a vile, purple skinned oni called a Choker to the village. It lurks in the dusty, chaotic storage areas of Goto Printing and attacks women walking alone after moonrise.

1 Otyugh; CR 4; Bestiary I pg 223

A single otyugh, a somewhat tamed oni of shit and algae, lives at the center of the midden that the Eta Village is built around. If the players truly anger Miwako the Shit Witch, she will summon this behemoth and command it like as expertly as if she were a knight and the otyugh was her steed.

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